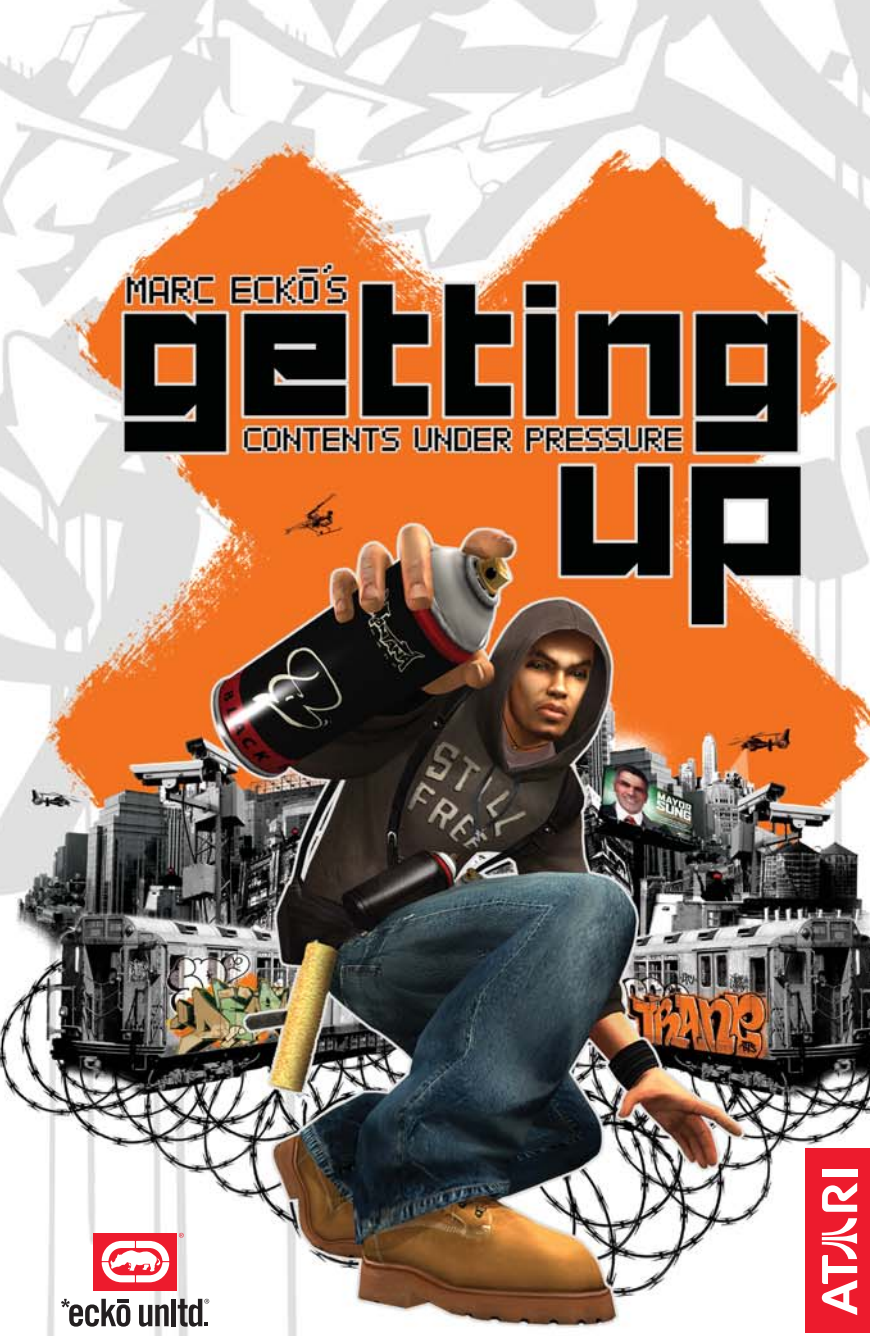
MARC ECKŌ'S

getting up

CONTENTS UNDER PRESSURE



*eckō unltd.

ATARI

TROUBLESHOOTING

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

• If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

• Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.
Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help
1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus:	http://www.asus.com
ATI:	http://www.ati.com
Creative Labs:	http://www.europe.creative.com
Guillemot:	http://www.guillemot.com
Hercules:	http://www.hercules.com

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer:**

NVidia:	http://www.nvidia.com
ATI:	http://www.ati.com
Power VR:	http://www.powervr.com
Matrox:	http://www.matrox.com
S3:	http://www.s3graphics.com
Intel:	http://www.intel.com
SIS:	http://www.sis.com

Creative Labs:	http://www.europe.creative.com
C-Media:	http://www.cmedia.com.tw
Diamond:	http://www.diamondmm.com
ESS:	http://www.esstech.com
Videologic:	http://www.videologic.com
Yamaha:	http://www.yamaha.com

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
2 To end a background tasks, click on its name in the list, then click the End Task button.
Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
Note : Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98;Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

TROUBLESHOOTING

DISCLOSURE

Defacing or vandalizing public, commercial or private property is a crime in most jurisdictions. This game and its instruction manual, strategy guide and marketing materials are provided for the purposes of entertainment only. Atari Inc., Ecko Unltd. Inc. and The Collective Inc. do not encourage or condone defacing, destroying, or vandalizing public or private property. This game is intended only to provide a fictional environment in which players can view a depiction of the graffiti culture and can act virtually without breaking any laws or affecting the rights of others in any adverse manner.

TABLE OF CONTENTS

Set up and Installation 6

Saving and Loading 7

Controls 19

Welcome to New Radius 20

Menus 20

In-Game Interface 24

Intuition 25

Graffiti 26

Reputation 28

Combat 28

Black Book 32

Graffiti Legends 33

QuickStart 34

..... 38

..... 42

..... 46

Credits 50

SETUP AND INSTALLATION

THE README FILE

Marc Ecko's Getting Up®: Contents Under Pressure has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Marc Ecko's Getting Up®: Contents Under Pressure directory found on your hard drive (usually C:\Program Files\Atari\Marc Ecko's Getting Up - Contents Under Pressure). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Marc Ecko's Getting Up - Contents Under Pressure, and then on the Readme file.

INSTALLATION INSTRUCTIONS

1. Start Windows® 2000/XP.
2. Insert the Marc Ecko's Getting Up®: Contents Under Pressure disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup.Now.exe and click on OK. Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing Marc Ecko's Getting Up®: Contents Under Pressure.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Marc Ecko's Getting Up - Contents Under Pressure/Getting Up! to start the game.

Note: You must have the Marc Ecko's Getting Up®: Contents Under Pressure game disc in your DVD-ROM drive to play.

INSTALLATION OF DIRECTX®

Marc Ecko's Getting Up®: Contents Under Pressure requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Marc Ecko's Getting Up®: Contents Under Pressure has an autosave feature. Once you start a new game, the game automatically saves after each level. To load a previously saved game, select Load Game from the Main Menu and choose the profile name you want to load. You may choose to disable the autosave feature in the Options menu.

THE STORY

You are Trane, a "toy" graffiti artist with the street smarts, athletic prowess and vision to become an "All City King" - the most reputable of all graffiti artists. Along your quest, uncover the mayor's deep, dark secret... and use your fighting talents and highwire graf to expose the city's leader as a corrupt tyrant.

As you struggle to save a neighbourhood from an oppressive government, one question stands out: What if graffiti could change the world? Risk your life battling city authorities and rival graf gangs - mere obstacles in your attempt to get your tag up. And in this city, not just any tag will do. You'll have to "Get IN, Get UP and Get OUT".

R MATA AFP/GETTY IMAGES

lested teen.

TINENTAL POST OFFICE

06

KNEW

TRANE

TRANE (TALIB KWELI)

Sometimes the least likely hero emerges in the face of extreme adversity. An outcast and a rebel, Coltrane "Trane" Crowley begins his journey as a Toy a novice writer concerned only about getting his name up all over the city of New Radius. But this is no ordinary city, it's ruled by the tyrannical Mayor Sung and his battalion of goon enforcers. And, as Trane soon discovers, it's a city filled with dark that threaten not only graf writers, but the entire population. Soon, with his own Still Free crew covering his back and the tools and techniques of various graf legends in his arsenal, he's ready to rise to the rank of All City King and take on the Mayor one message at a time. A natural born athlete, he's got enough muscle and street smarts to navigate this ultimate urban jungle while causing some serious damage to rival crew members, the roving Vandal Squad, or the heavily armed militia known as the CCK. Even the best graf writer in town knows, you're only as good as your last tag, so make sure it's unforgettable.

GABE #33 (Michael Berrin, AKA MC Serch)

Gabe is the leader of the Vandals of New Radius (VaNR). He's a diergol New Radius Stunners fan and has adopted the jersey of his favourite player, number 33, Vance "Vandal" Dallister. Gabe has a reputation as a badass and is ready to cause problems for any Toy trinôme to get up on VaNR turf. He's rarely without his girlfriend, Tina, and you can always spot his pieces by the royal blue, orange and white paint. One more thing – Gabe's got a fear of heights, so he has his crew hit the heaven spots for him. Not a good look for someone trying to maintain his rep.

TINA (ROSARIO DAWSON)

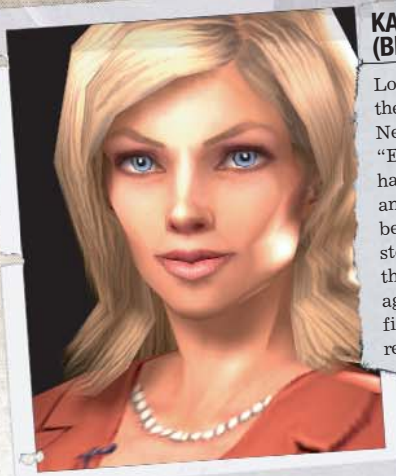
Talented and hot, Tina would give even an All City King the shakes. But beneath all that buff goodness rests an easygoing, down-to-earth kind of girl. She's got intelligence and a fist full of dreams, working at "Scrapyard" to save enough money to eventually break out of New Radius. But for now she's happy building her blackbook and spreading her good nature (and a little free paint) around. Tina loves Gabe – but he's always putting her down for hanging out with other writers at the store. If Gabe doesn't watch it, he might lose more than just bragging rights to Trane.

KRY-1
(GIOVANNI RIBISI)

Kry-1 is a trust fund kid whose only ambition is to roll with the big boys. At first, Trane thinks this kid's wack, but without him there would be no Still Free crew. It's not his tagging skills that keep him at Trane's side; it's his uncanny ability to find a way into the hardest to reach each spots of New Radius and to navigate the underground as if it's his second home.

WHITE MIKE
(CHARLIE MURPHY)

Don't be fooled by the nickname. He's been known as White Mike since he was four and if it didn't make such a great graf name, he'd probably beat you senseless for using it. This giant's got a punch like the backend of a mule and a deep-seeded desire to share it any and every chance he gets. He isn't really much of a writer – but he digs the scene and can always be found hanging with his crew. Bottom line: White Mike is easy to bug and hard to miss.



KAREN LIGHT
(BRITTANY MURPHY)

Look to the light and you'll find the truth. The face of Network New Radius Channel 6's "E-NNR-G Y", Karen Light has always loved the spot light and wants nothing more than to be a star. She knows a good story when she hears one, and the underground graf campaign against Mayor Sung is a sure fire ratings puller. Are you ready for your close-up, Trane?

MAYOR SUNG (GEORGE HAMILTON)

They say power corrupts – but not Mayor Miguel Sung. A former DADA who ran for Mayor on promises to rid the city of juvenile delinquents and "make the streets shine like sterling silver", Sung's risen through the ranks of New Radius with the smile of an angel and the soul of a serial killer. The media loves his savvy charm, off-the-cuff humour and his knack for delivering the perfect sound byte. But remember, you can fool some of the people some of the time, but you can't fool all of the people all of the time.

AUNT BETH (ANDY DICK)

To the casual passerby, she's nothing more than a crazy bag lady roaming the streets of New Radius. In reality, Aunt Beth is a graf writer's worst nightmare – the infamous big boss of the CCK's undercover unit known as the Vandal Squad. A behemoth battle axe, Aunt Beth gives no mercy to any writer who crosses her path. She uses her smarts to start beefs between rival crews, and because she used to be a writer, "Aunt B" knows exactly how to find them. Like she always says, "Let the little rats kill themselves; save the big rats for me."

CHIEF HUNT (ADAM WEST)

He's the top cop and he's strictly old school. Chief William Hunt is Mayor Sung's right hand man, but that doesn't mean he's all bad. 25 years on the job and a working class Cuban upbringing means he understands the streets and has a certain respect for the smart perp – as long as he's dragging them through the precinct doors. His credo? "Stomp out the rats!"

CCK Guard

The beat cop of New Radius. A low level grunt that doesn't see past his paycheck, but enjoys cracking a few heads along the way. Their weapon of choice is a PR24, and there's a few graf artists that can tell you what that feels like. One-on-one with the Orange Light and a writer's got a good chance – any more than that and running starts looking good.

CCK Gunman

Well-trained. CCK Gunman pack SMGs and they aren't afraid to use it. Which you are. So keep it stealthy when these guys are around.

CCK Silver Gunman

Trane does not want to tangle with Silver Gunmen unless he has a clear exit strategy

CCK Silver Guard

The next level of law enforcement within the CCK. The Mayor creates this elite guard to safeguard his pride and joy – the new, improved, 'graffiti proof' Silver Trains. With well advanced combat skills, the Silver Light are not to be messed with.

Photo starting from the left: Tkid, Smith

TKID LEGEND

T-Kid 170 (Terrible Kid) began by writing on trains in 1974 and continues his art today by painting many murals in his hometown of the Bronx. He is regarded by his peers a highly influential master for his graffiti style and design. He teaches Trane how to paint murals.

SMITH LEGEND

From Washington Heights, Smith was one of the most notorious writers ever and defined a new culture of graffiti by going above ground and sneaking his way into heaven spots to place his tag. Smith has since been commissioned to do murals for businesses of all types. He provides Trane with sneaking and stealth techniques.

LEGEND

FUTURA

A presence since the early 1970s. Futura has gone on to become involved in creating a vehicle for writers to pursue careers as professional artists at Esses Studios. Introduces Trane to a graffiti artist's black book.

LEGEND

SEEN

Bronx-born artistic prodigy well-known for painting entire subway cars from top to bottom, and one of the first artists to put his works to canvas. He is widely regarded as a leader of the school of graffiti art, and his works can be found in private collections and museums. Shows Trane how to bomb entire subway cars.

LEGEND

COPE 2

The notorious 'Bronx bomber and destroyer' began by tagging New York City subway cars, by 1983 he was the king of 2,4 and 5 subway lines. Cope 2 shows Trane the skills needed to successfully tag the subway system.

LEGEND

OBEY

Shepard Fairey was a student at the Rhode Island School of design when he created the now famous sticker of Andre the Giant with the words OBEY. This experiment in phenomenology demonstrates the impact and influence a street artist can wield. Opens Trane up to the world of wheat-Pasting.

VANDAL SQUAD COPS

The undercover unit of the CCK. Fat, balding thugs that often pose as vagrants to blend into the urban sprawl, haunting the underground subway tunnels and roundabout spots.

They love to catch the drop on unsuspecting writers in action and introduce them to the pleasures of the stainless steel shock baton.

MARC ECKŌ'S

getting up

CONTENTS UNDER PRESSURE

CONTROLS

NAVIGATION AND COMBAT	
W	Move forward
A	Move left
S	Move backward
D	Move right
Mouse Movement	Move camera
Left Shift	Strafe / Sneak
Left mouse button(LMB)	Punch
Spacebar	Jump
Right mouse button (RMB)	Kick / throw weapon
E	Special action (pickup / push-pull / climb down / evade)
1	Apple® iPod (Main Menu / Game Information Menu only)
Left Shift	Crouch when not detected by an enemy / Block / Dodge when in combat
Center mouse button (CMB)	Graffiti Mode
F	Intuition
Tab	Inventory
Enter/ ESC	Pause Menu
FREEFORM GRAFFITI (STENCILS, MARKERS, SPRAY PAINT, STICKERS, POSTERS)	
CMB	Enter Freeform Graffiti Mode (Press and hold when standing next to or facing a wall)
W & S	Select wall position (High/Medium/Low)
1 or 3	Select colour
2 or 4	Select style
CMB + LMB	Place graffiti
PAINTING/ROLLER	
CMB	Enter Paint Mode (Press and hold the when standing in front of a Throw Up/Mural template)
↓↑	Select size
◂▸	Select style
CMB + LMB	Paint (normal flow)
CMB + RMB	Paint (fast flow – unlockable)
Movement keys	Move spray can or roller up/down / Move Trane left/right
Mouse Movement	Move camera
WHEAT PASTE	
CMB	Enter Wheat Paste Mode (Press and hold the CMB when standing in front of a Wheat Paste template)
◂▸	Select style
CMB + LMB	Apply Paste
CMB + RMB	Apply Poster
Movement keys	Move roller up/down / Move Trane left/right
Mouse Movement	Move camera

WELCOME TO NEW RADIUS

In a world where graffiti has been banned and justice is outlawed, an unlikely hero rises to save his neighbourhood and become an urban legend. You play Trane, a talented graffiti artist with urban street smarts, crazy athletic abilities and a drive to make your mark. You live the sport of graffiti, risking it all to reach the city's dangerous sweet spots, where a well-placed graf piece will bring respect and reputation.

In Marc Ecko's Getting Up®: Contents Under Pressure, you must prove your worth as a graf writer from subterranean subway lay-ups, to above ground bombing as the trains go "silver," to tagging the vertical heights of New Radius. Build your skills from a Toy with stickers and marker pens to "All City King" with an arsenal of wildstyles, rollups, stencils and wheatpastes. But you'll need more than graffiti Skills to survive the corrupt police state that wants to stamp out you and what you stand for.

MENUS

NEWSSTAND

The Newsstand is home to the Getting Up Browser Mode. In this mode, you can choose to go to any of the levels in the game except for levels 9, 10 and 11. The only way to open these levels is to play through to them in the Story Mode. (Note: You cannot save your game in Browse Mode).

STAIRCASE

The Staircase leads to Story Mode, an 11-mission tour of New Radius. New Game brings you to the profile creation screen section of the Memory Kiosk Machine, while Load Game lets you continue existing profiles. Press Enter to select either option.

GAME INFORMATION MENU

At the Game Information Menu you can select a mission, read your Black Book, access unlocked material, change option settings and view current statistics.

MISSION SELECT

Head toward the Subway Car where you can select your destination.

BLACK BOOK

Select the pieces and tags for your next mission, browse Graffiti Legends art and credits info (see Black Book on page 32).

UNLOCKS

Once you've earned enough Rep, check out this area, where you can find Unlock list, concept art, movies and Beat Down® Arenas.

OPTIONS

Adjust game options (see next page 22).

STATISTICS

View the statistics for the current Profile, including Total Rep, Bonus Graffiti Completed, Primary Graffiti Completed,Freeform Challenges completed, Legend Photos taken and Secrets found. Press the Esc key to return to the Game Information Menu.

EXIT

Quit current game and return to the Main Menu.

APPLE® IPOD

Press the 1 key at the Game Information Menu to open your Apple® iPod, where you can select the music you want to hear. Press the W key or the S key to select a song and press the Enter key to play it. Press the Esc key to return to the Game Information Menu. Only a few songs are available in the Apple® iPod when you start the game. Keep a lookout for Apple® iPods scattered throughout the game to increase Trane's playlist.

OPTIONS MENU

CAMERA
Invert the vertical or horizontal camera controls.

AUDIO
Adjust music, sound effects and voice volume.

GAMEPLAY
Toggle Autosave ON/OFF, turn Subtitles ON/OFF And Display Resolution Option.

CODES
Enter cheat codes.

RESTORE DEFAULTS
Restore all the options to default settings.

MISSION SELECT

Use the movement keys (A & D) or the arrow keys to select a Map Area, press Enter, then select an unlocked level the mission by using the movement keys (A & D) or arrow keys and pressing Enter.

As you earn new graffiti you can revisit older levels and place new pieces of graf art.

Press the 1 key to open Trane's Black Book (see page 32). This is where you selects the graffiti that Trane will use on the upcoming mission. If you do not choose graffiti, Trane will enter the level with the default graf pieces.

Press the 2 key to view a mission summary for any unlocked level. The summary includes Trane's total earnings for Rep, Primary Graffiti, Bonus Graffiti, Freeform Graffiti, Legend Photos, and Secrets found.

Press the Esc key to go back to the Game Information Menu.

When you finish a mission, you return to the Subway Car, where you can see a list of all of the content you unlocked during that mission.

PAUSE MENU

Press the Enter key while playing to pause and display the following:

RESUME
Resume the game.

OBJECTIVES
View current objectives.

STATISTICS
View the statistics for the current game.

OPTIONS
Adjust game options (see Options on page 22).

RESTART
Restart the current mission.

QUIT
Quit to the Game Information Menu.

IN-GAME INTERFACE

As the story unfolds, you'll receive objectives for completing each level. These might include graffiti-under-pressure scenarios, navigational challenges or stealth-based objectives. As you explore each level, you will also find bonus objectives, Legend Objectives and Hidden Objectives. These secondary objectives are not required to finish the level, but earn you Rep points (see Rep Points on page 28).

HEALTH

This represents Trane's current Health Level. You can increase Trane's health by picking up Extend Health Pickups (see Page 31). You can increase Trane's Health Bar permanently by finding the secret Messenger Bags stashed throughout the city. When your health reaches zero, you lose the level and can choose to start over at the most recent save point.

SKILLS

The Skills Meter shows Trane's current Power Level. You'll need your Skills to be charged if you want to land a Power Move (see Power Moves on page 29). You can increase Trane's Skill Bar permanently by finding the secret Messenger Bags stashed throughout the city.

REP

The Rep Meter shows Trane's reputation score for the current level (see Reputation on page 28).

INTUITION

Trane has an instinctive ability to zero in on graffiti "sweet spots," Legendary Pieces and other important objects in the environment. When you use Trane's Intuition, important locations and items are represented by the following:

Graffiti "sweet spots" are marked with glowing Xs. Colour is also important: Orange Xs indicate Required Mission Objectives; Blue Xs indicate Bonus Objective locations.

Interactive objects flash to indicate that Trane can use them. Intuition also reveals security cameras, allowing Trane to avoid their attention.

USING INTUITION

There are two ways that you can activate Trane's Intuition: Press the F key once or press and hold the F key.

Pressing the F key once allows Trane to quickly look for visual clues while he is still moving. For several seconds, Intuition clues in Trane's field of vision will glow. You can move the mouse to shift Trane's field of vision.

When you press and hold the F key, Trane immediately stops moving and the camera switches to first-person view. Trane will stay in this mode for as long as you hold down on the F key, and Intuition clues within Trane's field of view will glow. Move the mouse to shift Trane's field of vision. Release the F key to exit Intuition mode.

Warning: While Trane is in Intuition mode, his movement is halted but the game world is not. You must remain aware of Trane's surroundings.

GRAFFITI

Trane uses his urban Intuition (“street smarts”) to locate prime graffiti sweet spots. Well-painted pieces earn you Rep Points, which translate into improved Skills. There are a maximum number of Rep Points you can earn in any mission, indicated by the Rep Meter (see Rep Score on page 28).

Trane will have the following tools at his disposal:

- Aerosol
- Marker Pen Tags
- Stickers
- Stencils
- Posters*
- Rollers

Trane's graffiti style will evolve as his Skills improve. As you discover the works of Legendary Graffiti Artists and capture them with the digital camera (see “Graffiti Legend” on page 33), Trane's knowledge will grow and his own methods for expression will mature. As Trane’s Rep improve, he will unlock additional tagging tools.

Trane will also learn to create larger, more artistic pieces such as murals, Roll-Ups, Wheat-Pastes and Wildstyles.

APPLYING GRAFFITI

There are two kinds of graffiti in Marc Ecko’s Getting Up®: Contents Under Pressure: freeform tags that Trane can put on almost any surface using the tools in his inventory, and prime pieces, which go in the sweet spots marked as glowing Xs when Trane uses his Intuition.

INVENTORY WHEEL

Before Trane can apply a Freeform Tag, you must first choose a graffiti tool. To apply a Freeform Tag, first choose a graffiti tool. Press and hold the Tab key to display your inventory and then use movement key to highlight the tool you want to use. Release the Tab key to select the highlighted tool.

Trane will use this tool for all Freeform tags until you choose another.

FREEFORM TAGS

Press and hold the centre mouse button (CMB) when Trane is facing a wall or other paintable surfaces, and a ghost image of the art will appear. While holding the CMB, press the RMB or the LMB and Trane will apply the art.

Trane can lean down or reach up to lower or raise the position of the piece. To place a high freeform tag, press W key. To place a low freeform tag, press S key.

To change the graffiti style, press the 2 key or 4 key. To change the graffiti colour, press 1 key or 3 key.

PIECES

There are prime spots in New Radius where a well-placed tag will earn Trane massive Rep Points. Use Trane's Intuition (F key) to spot them (see Intuition on page 25).

Once Trane has located a prime spot, move him in front of it and then press and hold the CMB. Press the LMB or RMB and move the mouse to make Trane paint.

While Trané is tagging, move the Mouse to make Trane look around.

GRAFFITI SCORING

Trane earns Rep points for tags based on five qualities: Go Big, Go Over, Heaven Spot, Time, and No Drips.

Go Big: Completing a larger piece. To go big, press the up or down arow before applying a piece. Big pieces don’t fit in all locations.

Go Over: Complete a dangerous piece over a rival tag.

Heaven Spot: Complete a piece high above ground level.

Time: Complete a piece quickly and without interruption.

No Drips: Complete a piece without drips.

REPUTATION

Reputation is how Trane's progress is measured. Each time Trane completes a Graffiti objective, his Reputation score increases (indicated by the Rep meter). Rep Points convert into Unlocks, including new Graffiti Tools and Styles, Combat Abilities, Fight Arenas and Concept Artwork.

OBJECTIVES

In each mission, Trane only needs to complete all of the required mission objectives to advance to the next mission, however, completing the bonus objectives hidden in each level earns more Rep points. The total number of potential and completed objectives for each bonus category is listed in the Pause Menu.

REP SCORE

Your Rep score is displayed as a horizontal bar beneath the Skills meter in the upper-left corner of the screen. The filled-in portion represents how many Rep points Trane has earned on the mission so far.

The number of Rep points earned is based on the difficulty of the objective and, for some graffiti pieces, the quality of Trane's work(see Graffiti Scoring on page 27).

Unlocks you earn are available once you return to the Game Information Menu. Select Unlocks at the Game Information Menu. The Unlocks Lists also shows the next item to unlock and the amount of Rep you will need to unlock it.

COMBAT

GRABBING

When Trane's hands are free, you can grab most opponents by pressing the LMB and the RMB simultaneously. Once Trane grabs an opponent, rapidly press the LMB and LMB to pull your opponent. Follow through by pressing the RMB and Trane will perform a punch attack or press the RMB to make Trane perform a knee attack or press the movement keys to make Trane toss the opponent in the required direction. Try aiming opponents at walls or ledges!

STUNNING

There are 2 types of stuns, one causes weak opponents to land on one knee, while the other causes weaker enemies to double over. Press: Forward, Forward +LMB, or Forward, Forward + RMB.

INSULTING

These are special moves where Trane can insult rivals by openly shaming them. Be careful though, nobody likes to be humiliated! You can only insult a stunned opponent. Experiment with different buttons to find the best insult combinations.

PUNCH COMBOS

PUNCH COMBOS
LMB + **LMB** + **LMB** (near on-ground opponent)
LMB + **LMB** + **LMB**
LMB + **LMB**
LMB + **RMB**
RMB + **LMB**
RMB + **RMB**
SPACEBAR (facing wall) + **LMB**
SPACEBAR (facing wall) + **RMB**
KICK COMBOS
RMB (near on-ground opponent)
RMB + **RMB** + **RMB**
RMB + **RMB**
RMB + **LMB**
LMB + **RMB**
LMB + **LMB**

REVERSALS

Rapidly press the LMB or RMB when an opponent has Trane in their hold; he can perform several different types of reversal moves depending on the opponent.

WEAPONS

The streets of New Radius are littered with potential weapons, such as crow bars, baseball bats, trashcan lids, 2x4s and car batteries. To pick up a weapon, press the E key. To swing a weapon, press the LMB.

THROWING WEAPONS

Trane can throw a weapon to inflict damage from a distance. To throw a weapon, press and hold the right mouse button. The longer you hold, the further Trane will throw the weapon. You can aim Trane's throw by moving the using the movement keys.

WEAPON COMBOS

WEAPON COMBOS
LMB + LMB + LMB (while a weapon is equipped)

SPECIAL ATTACKS

These are combat moves where Trane can attack an enemy while on Ladders, and Ledges.

SPECIAL ATTACKS
RMB or LMB (while hanging on a ledge)
RMB (while standing above an enemy who's hanging on a ledge)
RMB or LMB (while on a ladder)

SNEAK ATTACK

Press and hold the Left Shift to make Trane sneak up behind an opponent undetected, then press the LMB and RMB simultaneously to make Trane take the opponent down.

DODGING AN ATTACK

To make Trane dodge an opponent's attack, press and hold Left Shift and tap a movement key (W A S D) and Spacebar at the same time. Trane will dodge to the direction of the movement keys.

PICKUPS

In addition to weapons, Trane will find a variety of pick-ups in the environment.

- **25% Health**
- **100% Health**
- **Gold Montana Spray Paint Can** – Gives you extra spray paint can pressure until the end of the level.
- **Apple® iPod** – Unlocks new song.
- **Health Max Increase** – Permanently extends Trane's health bar.
- **Skill Max Increase** – Permanently extends Trane's skill bar.
- **Ecko Rhinos** – Find these for extra rep.
- **Tools** – Crowbars and Bolt cutters get you past locked doors.

BLACK BOOK

Trane's Black Book contains Graffiti Legends, Mission Graffiti, and Credits. This book is a Graffiti Artist's life and is located at the Main Menu.

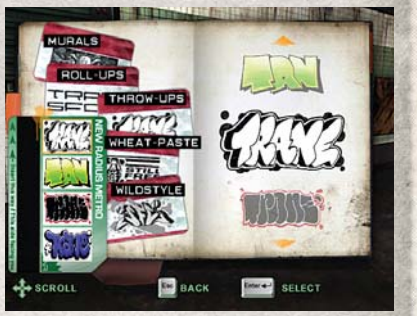
Use the movement keys or arrow keys to move the cursor to highlight an item and press Enter key to select it. Press Esc key to return to the previous menu.

MISSION GRAFFITI

Before you begin a level, select graffiti pieces and Freeform Tags you want Trane to use in the next mission in the Mission Graffiti pages. If you do not select any pieces the game selects default pieces in each category for each mission. To change the default art, press the directional keys to highlight a category and press Enter key to go to that category.

PIECES GRAFFITI PAGE

At the Pieces Graffiti page, you choose pieces that you will use on a mission, or use the pieces already assigned on the train ticket. These are the pieces Trane Uses to bomb bonus "sweet spots" (see Intuition on page 25). You can select any of the graffiti pieces you've unlocked and carry up to four style and / or colours.



To change a piece, use the move forward and back keys (W and S) or arrow keys to select a piece slot and press the Enter key, then choose the type of graffiti you wish to use (Murals, Roll-Ups, Throw-Ups, Wheat Paste, Wildstyle) by moving the selector with the arrow keys and pressing Enter. Use the up and down arrow keys or the W and S keys to select a piece, and the left and right arrow keys or the A and D keys to change the colour. Once satisfied with the piece and colour, press Enter to use the selected piece. Repeat until all four graffiti slots are filled (Note that in some levels a graffiti slot may be locked, disallowing any changes to the piece selected in that slot.) Press Esc to return to the previous menu.

FREEFORM GRAFFITI

At the Freeform Graffiti page, you choose the Freeform art that Trane will use on the next mission. These are the pieces you use to complete Bonus Freeform Challenges (see Intuition on page 25). There are five Freeform categories:

- Stickers
- Aerosol
- Marker
- Stencils
- Posters

To change a Freeform Tag on the train ticket, select a type of Freeform to use (Stickers, Marker Tags, Stencils, Posters). Then use the arrow keys or the movement keys (W and S) to highlight a graffiti slot to change, and press Enter. Then select a graffiti piece and press Enter to choose that piece. Repeat Until all four graffiti slots are filled.

As you earn Rep points, you will unlock new Freeform Tags.

GRAFFITI LEGENDS

When you use Intuition and spot a Crown icon, move Trane to that location, then press the E key; Trane will take a picture with his Digital Camera. Capturing a Graffiti Legends piece in the game makes it available for viewing in your Black Book

Select Graffiti Legends at the Black Book Main Page to check out info and art of all unlocked Graffiti Legends.

There are 56 Graffiti Legends whose art you can find and photograph in the game:

Airborn	Ease	Smith	Psycho
Ban2	Ewok	Cope2	Quik
Blue	Frame	T-Kid	Reas
CES	Freedom	Obey	Skuf
Charlie TDK	Fuzz	KET	Sonic
Chino	Seen	Mare 139	SP One
Crash	Futura	Know/Wane	Tat's Cru
Cycle	Smith	Min	Trim
Dash167	Cope2	Mode2	Veefer
Daze	T-Kid	Noxer	Ven
Delta	Obey	Os Gemeos	Wen
Dero	Ghost	Peak Diva	West
Duel	Seen	Phase 2	YMI
Duro	Futura	Pink	Zebster

You'll meet six Living Legends personally in the game. You'll have to play to find out who they are.

QUICK START

CONFIGURATIE EN INSTALLATIE

HET LEESMIJ-BESTAND

Marc Ecko's Getting Up®: Contents Under Pressure bevat een LeesMij-bestand waarin je zowel de licentieovereenkomst als de nieuwste informatie over het spel kunt vinden. We raden je ten zeerste aan om dit bestand door te lezen, zodat je meer te weten kunt komen over veranderingen die na de druk van deze handleiding zijn aangebracht.

Om dit bestand weer te geven, dubbelklik je op het bestand in de directory Marc Ecko's Getting Up®: Contents Under Pressure op de harde schijf (normaliter Program Files\Atari\Marc Ecko's Getting Up - Contents Under Pressure). Je kunt het LeesMij-bestand ook weergeven door achtereenvolgens te klikken op de Windows®-taakbalk, Programma's, Atari, Marc Ecko's Getting Up - Contents Under Pressure en het LeesMij-bestand.

INSTALLATIE-INSTRUCTIES

1. Start Windows® 2000/XP.
2. Plaats de schijf van Marc Ecko's Getting Up®: Contents Under Pressure in het dvd-romstation.
3. Als automatisch afspelen is ingeschakeld, zal er een titelscherm verschijnen. Als automatisch afspelen niet is ingeschakeld of als de installatie niet automatisch start, klik je op de knop 'Start' in de Windows®-taakbalk. Vervolgens klik je op 'Uitvoeren'. Typ 'D:\Setup' en klik op 'OK'. Opmerking: Als het dvd-romstation aan een andere letter dan 'D' is toegewezen, gebruik je de betreffende letter.
4. Volg de resterende instructies op het scherm om de installatie van Marc Ecko's Getting Up®: Contents Under Pressure te voltooien.
5. Zodra de installatie is voltooid, klik je op de knop 'Start' op de Windows®-taakbalk en kies je 'Programma's/Atari/Marc Ecko's Getting Up - Contents Under Pressure/Getting Up!' om het spel te starten.

Opmerking: De spelschijf van Marc Ecko's Getting Up®: Contents Under Pressure moet in het dvd-romstation zijn geplaatst om het spel te kunnen spelen.

INSTALLATIE VAN DIRECTX®

Marc Ecko's Getting Up®: Contents Under Pressure kan alleen worden uitgevoerd met DirectX® 9.0c of hoger. Als DirectX® 9.0c of hoger niet op de computer is geïnstalleerd, klik je op 'Yes' (ja) als gevraagd wordt of je DirectX wilt installeren.

OPSLAAN EN LADEN

Marc Ecko's Getting Up®: Contents Under Pressure bevat een functie voor automatische opslag. Zodra je een nieuw spel start, wordt het spel na elk level automatisch opgeslagen. Om een eerder opgeslagen spel te laden, selecteer je 'Load Game' (spel laden) in het hoofdmenu en kies je de profielnaam die je wilt laden.

Je kunt de automatische opslagfunctie uitschakelen in het optiemenu

BESTURING

BESTURING	
W	Vooruit
A	Naar links
S	Achteruit
D	Naar rechts
Muisbesturing	Camera verplaatsen
Linker Shift	Zijwaarts/sluipen
Linkermuisknop (LMK)	Slaan
Spatiebalk	Springen
Rechtermuisknop (RMK)	Trappen/wapen werpen
E	Speciale actie (oprapen/trekken-duwen/omlaag springen/ontwijken)
1	iPod (Main Menu / Game Information Menu only)
Linker Shift	Sluipen als de vijand je niet heeft opgemerkt/verdedigen/ ontwijken tijdens gevechten
Middelste muisknop (MMK)	Graffitimodus
F	Intuïtie
Tab	Inventaris
Enter/ ESC	Pauzemenu
FREEFORMGRAFFITI (STENCILS, MARKEERSTIFTEN, SPUITBUSSEN, STICKERS, POSTERS)	
MMK	Naar freeformgraffiti-modus (ingedrukt houden als je naast of tegenover een muur staat)
W & S	Muurpositie selecteren (hoog/middelhoog/laag)
1 of 3	Kleur selecteren
2 of 4	Stijl selecteren
MMK + LMK	Graffiti plaatsen
SCHRIJVEN/ROLLER	
MMK	Naar schrijfmodus (houd MMK ingedrukt als je vóór een throw-up/mural-sjabloon staat)
↧↥	Grootte selecteren
◂▸	Stijl selecteren
MMK + LMK	Schrijven (normale vloei)
MMK + RMK	Schrijven (snelle vloei – niet vergrendelbaar)
Besturingstoetsen	Spuitbus of roller omhoog/omlaag bewegen/Trane naar links/rechts bewegen
Muisbesturing	Camera verplaatsen
WHEATPASTE	
MMK	Naar wheatpaste-modus(Houd MMK ingedrukt als je vóór een wheatpaste-sjabloon staat)
◂▸	Stijl selecteren
MMK + LMK	Lijm aanbrengen
MMK + RMK	Poster aanbrengen
Besturingstoetsen	Roller omhoog/omlaag bewegen/Trane naar links/ rechts bewegen
Muisbesturing	Camera verplaatse

WELKOM BIJ NEW RADIUS

In een wereld waarin graffiti en rechtspraak zijn verbannen verrijst een onwaarschijnlijke held, die zijn buurt wil redden en een legende in zijn stad wil worden. Jij speelt Trane, een getalenteerde graffitikunstenaar die de gevaren van de stad kent, over waanzinnige atletische vermogens beschikt en van zich wil doen laten spreken. Je leeft je uit in de graffitisport en zet alles op het spel om de gevaarlijkste sweet spots van de stad te bereiken, waar een goed geplaatste piece respect afdwingt en je reputatie vergroot.

In Marc Ecko's Getting Up®: Contents Under Pressure moet je jezelf als graffitikunstenaar bewijzen op diverse plekken, variërend van lay-ups in ondergrondse metrostations en bovengrondse bombings waarbij je 'silvers' op de treinen aanbrengt, tot het op duizelingwekkende hoogten schrijven van tags op de wolkenkrabbers in New Radius. Bouw je vaardigheden op. Begin als toy met stickers en markeerstiften, om uiteindelijk king van de stad te worden met een arsenaal van wildstyles, rollups, stencils en wheatpastes. Maar je hebt meer dan graffitivaardigheden nodig om de corrupte politiestaat te overleven die jou en alles waar jij voor staat uit wil roeien.

QUICK START

INSTÄLLNING OCH INSTALLATION

INSTÄLLNING OCH INSTALLATION

Marc Eckos Getting Up®: Contents Under Pressure har en ReadMe-fil i vilken du kan läsa både licensavtalet och ny information om spelet. Vi rekommenderar att du noga läser den här filen för att notera eventuella ändringar som har tillkommit efter att instruktionsboken gick i tryck.

Du visar den här filen genom att dubbelklicka på den i katalogen Marc Ecko's Getting Up®: Contents Under Pressure på datorns hårddisk (vanligtvis C:\Program Files\Atari\Marc Ecko's Getting Up - Contents Under Pressure). Du kan även visa ReadMe-filen genom att klicka på Startknappen på Windows® aktivitetsfält, följt av Program, Atari, Marc Ecko's Getting Up - Contents Under Pressure och ReadMe-filen.

INSTALLATION

1. Starta Windows® 2000/XP.
2. Sätt in skivan Marc Eckos Getting Up®: Contents Under Pressure i DVD-ROM-läsaren.
3. En titelskärm visas om automatisk uppspelning är aktiverad. Om automatisk uppspelning inte aktiveras eller om installationen inte startar automatiskt, klickar du på Startknappen på Windows® aktivitetsfält och därefter på Kör. Skriv D:\Setup och klicka på OK. Obs: Om DVD-ROM-läsaren har en annan enhetsbokstav än D, skriver du den bokstaven i stället.
4. Följ resten av anvisningarna på skärmen för att slutföra installationen av Marc Eckos Getting Up®: Contents Under Pressure.
5. När installationen är slutförd klickar du på Startknappen på Windows® aktivitetsfält och väljer Program/Atari/ Marc Ecko's Getting Up - Contents Under Pressure/Getting Up! för att starta spelet.

Obs: Marc Eckos Getting Up®: Contents Under Pressure -skivan måste ligga i DVD-ROM-läsaren för att du ska kunna spela.

INSTALLATION AV DIRECTX®

Marc Eckos Getting Up®: Contents Under Pressure kräver DirectX® 9.0b eller senare för att kunna köra. Om du inte har DirectX® 9.0b eller senare installerat på datorn, klickar du på Yes när du tillfrågas om du vill installera det.

SPARA OCH LADDA

Marc Eckos Getting Up®: Contents Under Pressure har en autosparfunktion. Så snart du har startat ett nytt spel, sparas spelet automatiskt efter varje nivå. Ladda ett sparat spel genom att välja Load Game (Ladda spel) på huvudmenyn samt det profilnamn du vill ladda.

Du kan välja bort autosparfunktionen på menyn Options (Alternativ)

KONTROLLER

KONTROLLER	
W	Gå framåt
A	Gå till vänster
S	Gå bakåt
D	Gå till höger
Musrörelse	Flytta kamera
Vänster skifttangent	Skjut / Smyg
Vänster musknapp (LMB)	Slå
Blanksteg	Hoppa
Höger musknapp (RMB)	Sparka / kasta vapen
E	Specialåtgärd (plocka upp / knuffa-dra / hoppa ner / undvik)
1	iPod (endast huvudmenyn)
Vänster skift	Huka dig om fienden inte har upptäckt dig / Blockera / Ducka i strid
Musens mittknapp (CMB)	Klotterläge
F	Intuition
Tabb	Förråd
Retur / ESC	Pausmeny
FREEFORM-KLOTTER (STENCILER, MARKÖRER, SPREJFÄRG, DEKALER, PLANSCHER)	
CMB	Gå till klotterläget Freeform (håll nedtryckt när du står intill eller framför en vägg)
W & S	Välj väggposition (Hög/Mellan/Låg)
1 eller 3	Välj färg
2 eller 4	Välj stil
CMB + LMB	Klottra
MÅLARFÄRG/RULLE	
CMB	Gå till målarläget (håll nedtryckt när du står framför en uppkastnings/väggmålningsmall)
↓↑	Välj storlek
◂▸	Välj stil
CMB + LMB	Färg (normalt flöde)
CMB + RMB	Färg (snabbt flöde – olåsbart)
Rörelsetangenter	Flytta sprejburk eller rulle upp/ner / Flytta Trane till vänster/höger
Musrörelse	Flytta kamera
WHEAT PASTE	
CMB	Gå till Wheat Paste-läget (Håll musens mittknapp nedtryckt när du står framför en Wheat Paste-mall)
◂▸	Välj stil
CMB + LMB	Stryk på klister
CMB + RMB	Sätt fast plansch
Rörelsetangenter	Flytta rulle upp/ner / Flytta Trane till vänster/höger
Musrörelse	Flytta kamera

VÄLKOMMEN TILL NEW RADIUS

I en värld där klotter är förbjudet och rättvisan har blivit kriminaliserad har en osannolik hjälte klivit fram för att rädda sina medmänniskor och blivit en storstadslegend. Du ikläder dig rollen som Trane, en talangfull klottrare med smarta egenskaper som lämpar sig för storstadsdjungeln, ett imponerande atletiskt rörelsemönster och en beslutsamhet som ingen kan ignorera. Du hänger dig helt åt klottersporten och riskerar allt för att nå ut till stadens farliga områden, där ett välplacerat klotter inger respekt och ett grundmurat rykte.

I Marc Eckos Getting Up måste du visa vad du kan åstadkomma på platser som gångtunnlar, förbipasserande "silvertåg" och de vertikala höjderna i New Radius. Utveckla dina färdigheter genom att börja med ett leksaksset med klistermärken och märkpennor och gå vidare till att bli stadens klotterkung med hjälp av en uppsättning vilda stilar, rullar, stenciler och klister. Men du behöver mer än din klotterexpertis för att överleva i den korrumperade polisstat som är fast besluten att sätta stopp för dig och det du representerar.

QUICK START

ASETUKSET JA ASENNUS

README-TIEDOSTO

Marc Ecko's Getting Up®: Contents Under Pressure peliin liittyy ReadMe-tiedosto, joka sisältää sekä käyttöoikeussopimuksen että viimeisimmät tiedot pelistä. On erittäin suositeltavaa lukea tämä tiedosto, jotta voit hyötyä muutoksista, joita on tehty sen jälkeen, kun tämä opas on mennyt painoon.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn Marc Ecko's Getting Up®: Contents Under Pressure hakemistossa (yleensä C:\Program Files\Atari\Marc Ecko's Getting Up - Contents Under Pressure). Voit avata ReadMe-tiedoston myös napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Atari, Marc Ecko's Getting Up - Contents Under Pressure ja lopuksi ReadMe-tiedoston.

ASENNUSOHJEET

1. Käynnistä Windows® 2000/XP.
2. Aseta Marc Ecko's Getting Up®: Contents Under Pressure levy DVD-ROM-asemaan.
3. Jos automaattinen käynnistys on käytössä, näytölle tulee otsikkoruutu. Jos automaattinen käynnistys ei ole käytössä tai asennus ei käynnisty automaattisesti, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta. Huomaa: Jos DVD-ROM-aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.
4. Marc Ecko's Getting Up®: Contents Under Pressure pelin asennus seuraamalla näytön ohjeita.
5. Kun asennus on valmis, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja käynnistä peli valitsemalla Ohjelmat/Atari/Marc Ecko's Getting Up - Contents Under Pressure/Getting Up!

Huomaa: Voit pelata vain, kun Marc Ecko's Getting Up®: Contents Under Pressure levy on DVD-ROM-asemassa.

DIRECTX®:N ASENNUS

Marc Ecko's Getting Up®: Contents Under Pressure peli edellyttää vähintään DirectX® 9.0c:tä toimiakseen. Jos tietokoneelle ei ole asennettu vähintään DirectX® 9.0c, valitse Kyllä, kun asennusohjelma kysyy, haluatko asentaa sen.

TALLENTAMINEN JA LATAAMINEN

Marc Ecko's Getting Up®: Contents Under Pressure peli käyttää automaattista tallennustoimintoa. Kun aloitat uuden pelin, pelitilanne tallennetaan automaattisesti jokaisen tason jälkeen. Voit ladata tallennetun pelin, valitsemalla päävalikosta Load Game (Lataa peli) ja valitsemalla haluamasi profiilin.

Voit poistaa automaattisen tallennuksen käytöstä Options (Asetukset) -valikosta

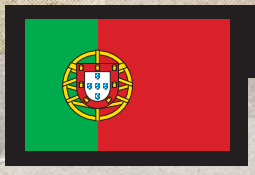
OHJAIMET

OHJAIMET	
W	Liiku eteenpäin
A	Liike vasemmalle
S	Liiku taaksepäin
D	Liike oikealle
Hiiren liike	Siirrä kameraa
Vasen Vaihto	Tulita/Hiivi
Vasen hiiripainike	Lyö
Sanaväli	Hyppää
Oikea hiiripainike	Potkaise/Heitä ase
E	Erikoistoiminto (poimi/työnnä-vedä/kiipeä alas/välttele)
1	iPod (vain päävalikko)
Vasen Vaihto	Kumarru, kun vihollinen ei havaitse/Estä/Väistä taistelussa
Keskimmäinen hiiripainike	Graffiti-tila
F	Intuitio
Sarkain	Varasto
Enter/ ESC	Taukovalikko
VAPAAMUOTOINEN GRAFFITI (MALLIT, MERKIT, RUISKUMAALI, TARRAT, JULISTEET)	
Keskimmäinen hiiripainike	Siirry vapaamutoiseen graffiti-tilaan (pidä alhaalla seisoessasi seinän vieressä tai seinää vasten)
W & S	Valitse kohta seinästä (korkealta/keskeltä/alhaalta)
1 tai 3	Valitse väri
2 tai 4	Valitse tyyli
Keskimmäinen ja vasen hiiripainike	Sijoita graffiti
MAALAAMINEN/TELA	
Keskimmäinen hiiripainike	Siirry maalaustilaan (pidä alhaalla seisoessasi pikamaalaus/seinämaalauspohjan edessä)
↓↑	Valitse koko
◂◂▸▸	Valitse tyyli
Keskimmäinen ja vasen hiiripainike	Maalaa (normaali virtaus)
Keskimmäinen ja oikea hiiripainike	Maalaa (nopea virtaus – lukitsematon)
Suuntanäppäimet	Liikuta ruiskupulloa tai telaa ylös/alas / Liikuta Tranea vasemmalle/oikealla
Hiiren liike	Siirrä kameraa
VEHNÄJAUHOLIISTERI	
Keskimmäinen hiiripainike	Siirry vehnäjauholiisteritilaan (Pidä hiiren keskipainiketta alhaalla seisoessasi vehnäjauholiisteripohjan edessä)
◂◂▸▸	Valitse tyyli
Keskimmäinen ja vasen hiiripainike	Levitä liisteriä
Keskimmäinen ja oikea hiiripainike	Levitä juliste
Suuntanäppäimet	Liikuta telaa ylös/alas / Liikuta Tranea vasemmalle/oikealla
Hiiren liike	Siirrä kameraa

TERVETULOA PELAAMAAN NEW RADIUS PELIÄ

Maailmassa, jossa graffiti on kielletty ja oikeus lainsuojaton, epätodennäköinen sankari nousee pelastamaan asuinalueensa. Hänestä tulee urbaani legenda. Pelaat Tranena, lahjakkaana graffiti-taiteilijana, joka on kotonaan kaduilla ja omaa uskomattomia atleettisia kykyjä sekä intohimon jättää merkkinsä ympäristöönsä.
Elät graffitin maailmassa ja vaarannat kaiken päästäksesi kaupungin parhaisiin kohteisiin, missä hyvin sijoitettu kuva tuo kunnioitusta ja mainetta.

Marc Eckon Getting Up pelissä sinun on osoitettava kykysi graffititaiteilijana metroasemista maan päälle, missä junat viuhahtavat ohitsesi, ja aina New Radius korkeuksiin. Kasvata taitojasi tarroista ja tussikynistä kaupungin kingiksi, jonka arsenaaliin kuuluvat maalitelat, mallimuotit ja ruiskumaalit.
Mutta tarvitset muutakin kuin graffititaitoja selvitäksesi korruptoituneessa poliisivaltiossa, joka haluaa tukahduttaa sinut ja kaiken, mitä edustat.



QUICK START

CONFIGURAÇÃO E INSTALAÇÃO

O FICHEIRO README

O Marc Ecko's Getting Up®: Contents Under Pressure tem um ficheiro ReadMe onde poderás ver tanto o Acordo de Licenciamento como a informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro com cuidado para poderes beneficiar das alterações efectuadas depois de este manual ter ido para impressão.

Para veres este ficheiro faz um duplo-clique na directoria do Marc Ecko's Getting Up®: Contents Under Pressure que poderás encontrar no teu disco rígido (usualmente em C:\Programas\Atari\Marc Ecko's Getting Up - Contents Under Pressure). Também podes ver o ficheiro ReadMe começando por clicar no botão Start na barra de tarefas do teu Windows®, depois em Programas, em seguida em Atari, depois em Marc Ecko's Getting Up - Contents Under Pressure, e finalmente no ficheiro ReadMe.

INSTRUÇÕES DE INSTALAÇÃO

1. Inicia o Windows® 2000 / XP.
2. Introduz o disco do Marc Ecko's Getting Up®: Contents Under Pressure na tua unidade de DVD-ROM.
3. Se o AutoPlay estiver activado, aparecerá um ecrã do título. Se o AutoPlay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na barra de tarefas do teu Windows® e depois em Executar. Escreve D:\ Setup e clica em OK.
   NOTA: Se a tua unidade de DVD-ROM tiver atribuída uma letra diferente de D, substitui por essa letra.
4. Segue as restantes instruções do ecrã para terminares a instalação do Marc Ecko's Getting Up®: Contents Under Pressure.
5. Logo que a instalação esteja concluída, clica no botão Start na barra de tarefas do teu Windows® e escolhe Programas/Atari/Marc Ecko's Getting Up - Contents Under Pressure/Getting Up! para começares o jogo.

Nota: Para jogares, deverás ter o Disco de Jogo do Marc Ecko's Getting Up®: Contents Under Pressure na tua unidade de DVD-ROM.

INSTALAÇÃO DO DIRECTX®

O Marc Ecko's Getting Up®: Contents Under Pressure necessita do DirectX® 9.0c ou superior para correr. Se não tens o DirectX® 9.0c ou superior, instalado no teu computador, clica em "Sim" quando te for perguntado se gostarias de o instalar.

GUARDAR E CARREGAR

O Marc Ecko's Getting Up®: Contents Under Pressure tem uma funcionalidade de gravação automática. Assim que iniciares o jogo, ele será automaticamente guardado no final de cada nível. Para carregares um jogo previamente guardado, selecciona Carregar Jogo a partir do Menu Principal e escolhe o nome do perfil que pretendes carregar.

Podes optar por desactivar a função de gravação automática no menu de Opções.

COMANDOS

COMANDOS	
W	Andar para a frente
A	Andar para a esquerda
S	Andar para trás
D	Andar para a direita
Movimento do rato	Mover a câmara
Shift Esquerdo	Metralhar / Esquivar-se
Botão Esquerdo do Rato (BER)	Socar
Barra de Espaços	Saltar
Botão Direito do Rato (BDR)	Pontapé / lançar arma
E	Acção especial (apanhar / empurrar-puxar /saltar para baixo / esquivar-se)
1	iPod (apenas no Menu Principal)
Shift Esquerdo	Agachar-se quando não for detectado por um inimigo / Bloquear / Fintar quando em combate
Botão central do Rato (BCR)	Modo Graffiti
F	Intuição
Tab	Inventário
Enter/ ESC	Menu de Pausa
GRAFFITI DE FORMA LIVRE (STENCILS, MARCADORES, TINTA DE SPRAY, AUTOCOLANTES, POSTERS)	
BCR	Entrar no Modo Graffiti de Forma Livre (Prime e mantém premido enquanto estiveres de pé perto ou em frente de uma parede)
W & S	Seleccionar a posição da parede (Elevado/Meio/Baixo)
1 ou 3	Seleccionar a cor
2 ou 4	Seleccionar o estilo
BCR + BER	Colocar o graffiti
PINTURA/ROLO	
BCR	Entrar no Modo Pintura (Prime e mantém premido enquanto estiveres frente a um modelo de Lançamento/Mural)
↓↑	Seleccionar o tamanho
◂◂▸▸	Seleccionar o estilo
BCR + BER	Pintar (fluxo normal)
BCR + BDR	Pintar (fluxo rápido – pode ser destrancado)
Teclas de movimento	Move a lata do spray ou o rolo para cima/para baixo /Move o Trane para a esquerda/direita
Movimento do rato	Mover a câmara
COLAGENS	
BCR	Entra no Modo Colagem (Prime e mantém premido o botão central do rato quando estiveres frente a um Modelo de Colagem)
◂◂▸▸	Selecciona o Estilo
BCR + BER	Aplicar a Colagem
BCR + BDR	Aplicar o Poster
Teclas de movimento	Mover o rolo para cima/para baixo / Mover Trane para a esquerda/direita
Movimento do rato	Mover a câmara

BEM VINDO A NEW RADIUS

Num mundo onde os graffiti foram banidos e a justiça foi anulada, um improvável herói surgiu para salvar o seu bairro e tornar-se numa lenda vida. Tu jogas no papel de Trane, um talentoso artista de graffiti com desenvoltura para se mover na cidade e força interior para deixar a sua marca. Vais viver o desporto dos graffiti, arriscando tudo para chegares aos locais perigosos da cidade, onde uma peça de graffiti bem colocada trará respeito e reputação.

No Marc Ecko's Getting Up®: Contents Under Pressure, deverás provar o teu valor como desenhador gráfico desde as pinturas subterrâneas do metro, à profusão de desenhos à superfície, à medida que deixa de ser possível usar os comboios, e às marcações totais das fachadas dos edifícios de New Radius. Constrói os teus talentos a partir de um Brinquedo com autocolantes e marcadores até te tornares o Rei de Toda a Cidade com um arsenal de estilos, rolos, matrizes e colas. Mas vais precisar de mais do que Capacidades graffiti para sobreviveres ao estado de corrupção da polícia que te quer pôr a ti fora do sistema e a tudo o que representas.

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Sean "Diddy" Combs

Music Supervisor
Francesca Spero

Creative Supervisor
Corey Smyth

Music Consultants
Lindsay Rodman

Character Theme Music created by RJD2
(for inquiries, contact d2management@hotmail.com)
Midori Nishijima
Deborah Manis Gardner
Doug Davis
Neil "NICE" Whiting
Amaechi Uzoigwe
Jeff Gandell
Lindsey Rodman
Joe Carlone
Q Department

"Too Cold"
Roots Manuva
Written by Rodney Smith / Rodney Lamb / Andrew Ross
Published by Chrysalis Songs (BMI)
(R. Smith/R. Lamb/A. Ross)
Produced by Roots Manuva/Easy Access Orchestra
Additional production and arrangement by Steve Dub and Roots Manuva
Backing vocals: Hazel Sim
Bass: Limmie Snell
Cuts: DJ MK
All other instruments: Ralph Lamb
Published by Chrysalis Music
© Big Dada 2005
taken from the album 'Awfully Deep'
(BD072/CD072)

"Version 78 Style"
Artist Glen Brown
Written by Glenmore Brown
Published by Red Hills Music Limited
Produced by Glen Brown
Licensed Courtesy of Blood and Fire Limited

"Boxcutter Emporium Part 2"
[TBD -- credit for Parts 1 and 3???]
by Sixtoo: (R. Squire)
Produced by Sixtoo
Published by Just Isn't Music
© Ninja Tune 2004
taken from the album 'Chewing On Glass & Other Miracle Cures' (ZEN 86/CD86)

"Aural Prostitution"
by DJ Vadim
(V. Peare)
Produced by DJ Vadim
Published by Just Isn't Music
© Ninja 1995
taken from the album 'USSR Repertoire'
(ZEN 25/CD25)

"Helicopter"
By Bloc Party ISRC: GBDNH0400364 Time: 00:03:42 Written by Bloc Party. Published by EMI Music Publishing Ltd Produced by Paul Epworth. Additional production by Eliot James. Mixed by Rich Costey. © Ⓟ 2004 Bloc Party, under exclusive license to Wichita Recordings. Marketed and distributed by V2 Music. Licensed courtesy of V2 Music Limited. Taken from the album "Silent Alarm".
Performed by Bloc Party
Courtesy of Bloc Party under exclusive license to Vice Music Inc. By arrangement with Warner Strategic Marketing Ⓟ 2005 Bloc Party under exclusive license to Vice Music, Inc.
By Kele Okereke, Russell Lissack, Gordon Moakes and Matt Tong
Published by EMI Blackwood Music Inc.

"Motion 2000"
by Polyrhythm Addicts
Master Usage Licensor: Nervous, Inc.
Synch Usage Licensor: MJJN LLC
Writers: Corey Roberts/Apani Smith/Marcus Vialva/Vincent Williams, Jr.
Publishers: Illmental Music, Synistas Voicez Music, ABMC Muzik International, Core Cords Music; all administered by MJJN LLC d/b/a Two Twenty Four Music
Motion 2000 by Polyrhythm Addicts used courtesy of Nervous Inc.

"Follow The Leader"
(samples "Nautilus")
Words and Music by Bob James, Eric Barrier and William Griffin
Published by Spirit Two Music, Inc. o/b/o Remidi Music (ASCAP)
and EMI Blackwood Music, Inc. (BMI)
All rights reserved Used by permission
FOLLOW THE LEADER

"Mountain Song"
by Jane's Addiction
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Strategic Marketing
Ⓟ 1988 Warner Bros. Records Inc.
By EricAvery, Perry Farrell, Dave Navarro and Stephen Perkins
Published by EMI BLACKWOOD MUSIC INC.

"Catch A Bad One"
Performed by Del Tha Funkee Homosapien
Courtesy of Elektra Entertainment Group
By arrangement with Warner Strategic Marketing
Ⓟ 1993 Elektra Entertainment Group
(Jones, Owens)
50% Zomba Songs, Inc. (BMI) o/b/o Eighty Second Sounds©

"Club Foot"
Performed by Kasabian
Written by Sergio Pizzorno and Christopher Karloff
Published by EMI BLACKWOOD MUSIC INC.
Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"Book of Judges"
Performed by Pharoahe Monch
By Troy Jamerson and Will Fulton
Published by EMI BLACKWOOD MUSIC INC.
Lyrics: Pharoahe Monch
Produced by: ILL Will Fulton & Shiner Massive (T. Jamerson, W. Fulton)
Trescadecaphobia Music, EMI Music Publishing (BMI); Shiner Massive Music(ASCAP)
Pharoahe Monch appears courtesy of Geffen Records

"My People Hold On"
By Leonard Caston and Anita Poree
Published by STONE AGATE MUSIC (A DIVISION OF JOBETE MUSIC CO., INC.)
Performed by Eddie Kendricks
Ⓟ 1972 Motown Records, a Division of UMG Recordings, Inc.
Courtesy of Motown Records under license from

Universal Music Enterprises

"Who Shot Ya"
By Sean Combs, Christopher Wallace, Nashiem Myrick, Allie Wrubel and Herb Magidson
Published by EMI APRIL MUSIC INC.
Constructed, remixed, and produced by Serj Tankian from System of a Down
©1999 BERNHARDT MUSIC (ASCAP), MUSIC SALES CORP. (ASCAP),
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{CONTAINS SAMPLE FROM "I'M AFRAID THE MASQUERADE IS OVER" BY HERBERT MAGIDSON & ALLIE WRUBEL, WB MUSIC CORP. O/B/O BERNHARDT MUSIC (ASCAP)}
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"Subway Theme"
from the Wild Style soundtrack
Scratch Mixed by Grand Wizard Theodore
written by Fred Brathwaite
published by Mad Monkey Music
courtesy of Pow Wow Productions

"Wanted"
performed by Rhymefest featuring Samantha Ronson
Written by M. Ronson, S. Ronson, C. Smith INOUYE (BMI), Black Hand Entertainment/BMG Songs (ASCAP), Samantha Ronson (ASCAP)
Produced by Mark Ronson for Allido Sound
Rhymefest appears courtesy of J-Records
45% BMG Songs, Inc. (ASCAP) o/b/o Solomon Ink

"Clik, Clak, and Spray"
Performed by PackFM
Written by O. Tull, W. Polk
QN5 Music (ASCAP), FMania Inc (ASCAP)
Produced by Deacon the Villain of CunninLynguists

"Getting UP - Part I'
Performed by Rakim and Talib Kweli
Written by TK Green, W. Griffith, H. Charlemagne Penskills Music administered by Songs of Windswept Pacific/BMI, Notting Hill Music (BMI) obo Johnny Handsome Music (BMI)
Produced by Charlemagne of Johnny Handsome Entertainment, Inc./Relentless Management featuring TagYerit
Talib Kweli appears courtesy of Blacksmith Music/Warner Music

"SINNERMAN"
Performed by Nina Simone
Courtesy of The Verve Music Group under license from Universal Music Enterprises
(Trad. Adapt by Nina Simone)
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"Shook Ones Pt. 1"
Performed by Mobb Deep (Muchita, Johnson)
100% BMG Songs, Inc. (ASCAP) o/b/o Juvenile Hell Publishing, Careers -
BMG Music Publishing, Inc., P. Noid Publishing
Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"Survival Of The Fittest"
Performed by Mobb Deep (Muchita, Johnson)
100% BMG Songs, Inc. (ASCAP) o/b/o Juvenile Hell Publishing, Careers -
BMG Music Publishing, Inc., P. Noid Publishing
Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"I Smell A Rat"
performed by Big Mama Thornton
Courtesy of Geffen Records under license from Universal Music Enterprises
Published by Songs of Universal, Inc. (BMI)

"Save Their Souls"
by Bohannon
written by Hamilton Bohannon
Published by Ponte Verde Music

"Cavern"
by Liquid Liquid
Written by Hartley, McGuire, Principato,Young
Published by Liquid Liquid Publishing
Performed by Liquid Liquid
℗ 1995 A&M Records Ltd.
Courtesy of Universal-Island Records Ltd. under license from Universal Music Enterprises and Liquid Liquid

"There They Go"
By Fort Minor
All music by Mike Shinoda.
Kenji Kobayashi Music/Zomba songs Inc. BMI.
Lyrics by Mike Shinoda. Kenji Kobayashi Music/Zomba songs Inc. BMI. and Sixx John 913 Music ASCAP

"Chin High"
Roots Manuva
Written by Rodney Smith / Rodney Lamb / Andrew Ross
Published by Chrysalis Songs (BMI)
(R. Smith/R. Lamb/A. Ross)
Produced by Roots Manuva/Easy Access Orchestra
Additional production and arrangement by Steve Dub and Roots Manuva
Published by Chrysalis Music
© Big Dada 2005

"Grey Goose" - WITH LYRICS
Don John "The Bastard"
Written by John Murray Hill
Published by (nobody as of yet!!)
Produced by Don John "The Bastard"
Vocals: Mark Ecko
© John Murray Hill

"Game Over Music"
(AKA "Hansel & Gretel")
Instrumental Version
Don John "The Bastard" & DJ Lukeybwoy (AKA 22:22)
Written by John Murray Hill & Luke Geoghegan
Published by (nobody as of yet!!)
Produced by Don John "The Bastard" & DJ Lukeybwoy (AKA 22:22)

Harpsichord: John Murray Hill
© 22:22

NORDIC MUSIC TRACKS

"Throne of Redemption"
Instrumental Version
Artist: Thomas Rusiak
Written, produced and arranged by Thomas Rusiak.
Published by LED Songs / Universal Music Publishing Scandinavia.
Track time: 03.42

GREECE MUSIC TRACK

"Getting Up hardcore theme"
Instrumental Version
By Phase 3
Written, produced and arranged by Eversor (Phase 3)
Published by Dark Matter Experiments/Phase 3
Lyrics: Phase 3, Eversor
credits:Dark Matter Experiments/Phase 3

AUSTRALIA MUSIC TRACKS

"Let The Music Talk"
WITH LYRICS
Artist: Katalyst and Ru C.L
Writer / Composer: Ashley Anderson / Rueben Campbell / Fuzzface
Local Publisher: Mushroom Music / Mushroom Music / Chrysalis Music Ltd
℗ Line: 2005 Invada Records Australia
ISRC: AU-IV0-05-02104
Track Time: 4.21

"Dolce's Theme"
by DJ Nature featuring Tek One and Velcro
Published by Ghetto Arc Publishing

"Bomba's Theme"
by DJ Nature featuring Tek One and Velcro
Published by Ghetto Arc Publishing

"Walk on By"
by Isaac Hayes
written by Hal David and Burt Bacharach
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and CASA DAVID Music Company (ASCAP)
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Additional Trane Graffiti:
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Raul Gamboa "Frame", Banksy, Geno Betancourt

KRY1 GRAFFITI
Dan Funderberg

WHITE MIKE
Ewok

VANDALS OF NEW RADIUS
GABE'S GRAFFITI
Scien and Klor - 123KLAN, Ghost, KET
Brian Mackin

SPLEEN'S GRAFFITI
Min One

DIP'S GRAFFITI
Doc TC5

WRONG WAY ASSASSINS
STAKE'S GRAFFITI
Ewok

CUDA'S GRAFFITI
Ewok

DECOY'S GRAFFITI
Scien and Klor - 123KLAN
AMMIRATI
BANKSY

GRAFFITI ARTISTS
Airborn, Ban2, Banksy, Blue, CAV, CES, Charlie DTK, Chino, Cope2, Crash, CRO, Cycle, Dash, Daze, Delta, Dero, DIVA, DOC TC5, Duel, Duro, Ease, Ewok, Ezo, Frame, Freedom, Futura, Fuzz, Ghost, Iz the Wiz, JA, Jest, Kaves, Kaws, Kel, Ket, Klor 123 klan, Know, Min, Mode2, Mare139, Montana Writer Team (Atom, Can2, Kent, Dash, Smash), Nic One, Noah, Noxer, Obey/Shepard Fairy, Os Gemeos, Peak, Persue, Phase 2, Pink, Quik, Reas, Scien 123 klan, Seen, SENTO, Skuf, Smith, Stak, Sub, Sonic, Superblast, SP One, Tat's Cru, T-Kid, Trim, Veefer, Ven, Virus, Wen, West, YMI crew, Zebster

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Trane's doblado al castellano por Jotamayúscula.
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Aguilar
Jotamayúscula

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